



**HOW T. CUTHBERT BLODGETT, CPA
OF THROCKMORTON, ASHWORTH,
SMYTHE AND BLODGETT**

**ELIMINATED THROCKMORTON,
ASHWORTH AND SMYTHE.**

BEHIND EVERY SUCCESSFUL OPERATOR THERE'S A GAME PLAN.

Blodgett had been with the respected accounting firm for 17 years and all he had to show for it was his name placed fourth on the door and a key to the executive washroom. Finally, he invited all three of his senior partners to join him at "McDuff's" after hours for a friendly game of ELIMINATOR.

ELIMINATOR is the exciting new video game from Sega/Gremlin that lets one or two people play and gives you a number of ways to play. The

object is to eliminate your opponent, the ELIMINATOR and, most importantly, destroy the ELIMINATOR Base. There is an added dimension of excitement because the power of your energy bolts can push an opponent into the path of the ELIMINATOR Base, resulting in destruction. Blodgett used this feature to force Smythe's ships into the deadly ELIMINATOR Base. So much for Smythe.

Ashworth was eliminated in a similar way, forcing his ships

into the path of the ELIMINATOR. Throckmorton proved more troublesome.

This required the somewhat risky strategy of luring the ELIMINATOR to go after Throckmorton's ship instead of Blodgett's. Old Throck never knew what hit him.

That's what's so great about ELIMINATOR. There's such a variety of strategies. In addition, one person can play against the computer, two can play cooperatively or against each



ELIMINATOR.

other, and finally, the surviving player goes against the computer, which presents some new surprises. The more ways people play, the more ways operators profit. That's the bottom line. Profit. Just ask T. Cuthbert Blodgett, recently appointed senior partner in the accounting firm of Throckmorton, Ashworth, Blodgett and Whatsizname

ELIMINATOR.

ELIMINATOR is the revolutionary new space game from Sega/Gremlin that allows two people to play at once. It is engineered with the advanced X-Y color display system that adds a whole new dimension of game excitement.

The game consists of an ELIMINATOR Base, ELIMINATOR ship, player



ships, and fighters. The ELIMINATOR Base is a large spherical moving object with a narrow tunnel leading to its center. Player ships can destroy the ELIMINATOR before it leaves the base by firing directly down the tunnel. For higher points they can destroy the base in the same manner once the ELIMINATOR has left. Either way the base is destroyed in a spectacular explosion and the round is ended. Progressive rounds become more exciting, faster, and more complex.

Once outside the Base, the ELIMINATOR goes after player ships, destroying them by collision or with terrifying fireballs. Player ships fire energy bolts at the ELIMINATOR and at each other. These bolts themselves do not destroy. When they hit a ship they deflect it from its intended course.

The whole object is to force your opponent and the ELIMINATOR into the ELIMINATOR Base where they are destroyed. To speed up the action, energy bolts can be



rapid-fired. But be advised that those long shots and big pushes require more time for energy build-up, so energy management is essential to strategic play. A whole new approach is added to playing challenge.

THREE PLAYING MODES: 1. Single player mode with one player against the computer. 2.



Two player mode: Two players play against each other and the computer or play co-operatively against the computer. 3. Dual-single mode in which the surviving player in the two player game continues as a single player.

THE ULTIMATE OBJECTIVE is to knock out the ELIMINATOR Base. But there are many secondary objectives and playing strategies to keep player interest up and keep those coins coming. Never before has any computer game offered people so many ways to play and operations so many ways to profit. It's the kind of advanced thinking you can expect from Sega/Gremlin. Call your local distributor today and play a step ahead of the game with us.

ELIMINATOR. Another Sega/Gremlin Convert-a-Game.™

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